



# DEAD ISLAND RIPTIDE



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Manual





**⚠ WARNING** Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. [www.xbox.com/support](http://www.xbox.com/support).

### Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

## Table of Contents

Game Controls .....	4
Xbox LIVE.....	4
Introduction to the Story .....	5
Characters .....	5
Characters Info .....	5
Character Selection .....	8
Choosing a Character .....	8
Distribute Skill Points.....	9
Character Development .....	9
Weapon Parameters.....	10
Weapon Modification.....	11
Additional Explanatory notes on Weapons.....	11
Main Menu .....	13
Game Visibility .....	14
Analog Fighting Controls .....	14
HUD .....	15
Enemies .....	16
Credits.....	18
Warranty .....	22
Technical Support.....	22



## Game Controls

### Xbox 360 Controller



## Xbox LIVE

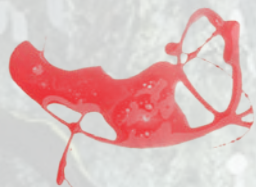
Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to [www.xbox.com/live](http://www.xbox.com/live) to learn more.

### Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live/countries](http://www.xbox.com/live/countries).

### Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).



## Introduction to the Story

They thought they had escaped the terrors of Banoi and survived the apocalypse on a paradise. Then their fate took a turn for the worse...

The heroes escaped in a helicopter to the safety of a military ship, but when a furious storm hits and the virus suddenly spreads throughout the crew, the nightmare starts all over again, leaving hope drowning in the rising tides.

## Characters

They thought they had escaped the terrors of Banoi and survived the apocalypse on paradise. Then their fate took a turn for the worse... They need to stick together to survive.

## Characters info

### John

*"My grandfather fought the Japanese here in WW2 and never left. Married a local girl. My father was native born and a Sergeant-Major. So I'm second generation military and from the time I was ten, I wanted to follow in their footsteps. I wanted to be a soldier and protect and defend this country against all enemies. I did my job. I did what I was told. I always followed orders. Until the day they gave me an order I couldn't follow. You see, it's hard to describe how it feels when everything you believe in turns out to be a lie. When the people you trusted let the ones you love die. None of my commanders were born here. None of them knew the land and the people who lived here. None of them had to sacrifice anything. So they made others sacrifice what was dearest to them. I still cannot believe I was the only one to say no. But I WAS the only one. I was accused of desertion and treason and for that I was to spend the rest of my life in prison. Simply for helping those I had sworn to protect. Well, now I know who the real enemy is and this fight is not over. I swore an oath and as far as I'm concerned, John Morgan is still a soldier."*





### Purna

"If someone has money, if they have power, they can pretend to be as pious as hell and no one will ever suspect how evil they are. I learned that first hand working as a vice detective in Sydney. You know how many female half-Aborigine detective's there were before me? None. You think it was easy? Suffering the abuse of my so-called colleagues. Half of 'em hated me because I was a girl and the other half didn't like the fact that my mum was a Koori. But when it's the end of the bloody world, no one gives a shit who you are or how big your bank account is. I saw it in the resort as the infection spread and the rich died just as quick as the poor. And in Moresby, where the powers that be blew the bridges and trapped the less fortunate in the worst of it. But in the end it didn't save any of them. When all the lies are stripped away and the only thing between them and the bloody end is me, suddenly Purna is their best friend. Well buggar them. I'm not here for them. I'm here for the ones who can't protect themselves. Anyone who lives in fear. I will protect them. And I will die for them, because...I was one of them."



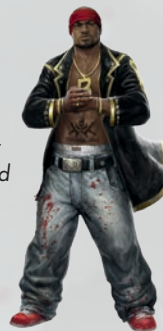
### Logan

"I always thought I wasn't worth a damn. Even when I made All-Pro quarterback. Even at the top of my game, leading my team to the championship, deep down I didn't think I deserved any of it. That everything would come crashing down. And dammit if I wasn't right. But did I learn from that? Did I change who I was? Hell no. I just enjoyed wallowing in my own goddamn misery. Boo hoo, right? Well, I'm done with that. Seeing the whole world go to hell puts your own goddamn problems in perspective a little bit. I would have died at the Royal Palms for sure if good people didn't put their lives on the line for me. Not to mention what happened in Moresby and that goddamn jungle. I've seen some sick and horrible things, brother, but I've also seen people sacrifice everything for some poor soul they hardly know. When you're saving some terrified sumbitch's ass, you don't have time to wallow in self-pity. There's a lesson there. I'm not sure exactly what it is. I'm not that fucking smart. But I do know one thing, man. Logan Carter ain't as big a douchebag as everybody thought he was."



### Sam B.

"When I was growing up in N'awlins, all I ever wanted to do was rap. But, man, I couldn't catch a break until "Who Do You Voodoo." It was just supposed to be a joke, but all of a sudden, I was rich as shit. I had everything I ever wanted, man. Everything. Except respect. Nobody thought I was the real deal. Just some no talent one hit wonder. And hell, if I didn't start believing them. It's no surprise I didn't have another hit after that. I had nothing to say. Well, you know what? I got something to say now. Didn't think I'd ever see anything as sad as Katrina, but this plague... what happened at the Royal Palms... what happened in Moresby... it's something out of goddamn horror movie, man. The dead are rising up against the living like it's the end of days, and maybe it is, but I gotta say, people do amazing shit when they up against it. The ones you think will stand their ground, they fucking run. And the quiet ones. The ones you don't even notice. Man, they don't give an inch. They'll give up everything for someone they don't even know. There's a song there somewhere. Shit, I don't even know if I'm gonna still be standing when all is said and done. But if I am... believe me, Sam B got something to say."



### Xian Mei

"My father was a Chief Inspector for the Hong Kong Police. He died when I was ten and I told myself then that I would follow in his footsteps. I joined the force after graduating at the top of my class, but the men in charge never intended for me to be a real police officer. They didn't believe women were up to the task. But now... no one can deny who I am. What I've done. What I'm capable of. I thought I needed to prove my worth to my superiors. But now I know they are not and never were my superiors. It doesn't matter what they believe. It matters what I believe. And I know there is more to this tragedy than meets the eye. This infection, this plague, is human born. This is not nature correcting itself. This is mankind destroying itself. I saw how it swept the resort and reduced Moresby to bloody chaos. I don't know where it came from but I do know that there those in this world who would sacrifice millions to make billions. They operate unmolested with the approval of those who are supposed to protect us. In the end, I they will I expose them for the monsters they are. For I am Xian Mei and I will honor my father's memory."



# Character Selection

## Choosing a character

Each playable survivor can use all weapons, but they can learn to make best use of their own preferred weapon class.

They all possess unique Fury skills: special abilities fueled by accumulated Rage. Those special moves can turn the tide of battle but only while the Rage lasts, so learn to use them wisely.

### John: The Martial Art Fighter



**Fury skill:** Touch of Power – John performs quick and deadly attacks with his staff.

**Speciality:** Hand to Hand Combat

### Sam B: The Tank



**Fury skill:** Haymaker – Sam goes berserk and smashes everything with his brass knuckles.

**Speciality:** Blunt Weapons

### Xian Mei: The Assassin



**Fury skill:** Bloodrage – Xian calls on all her martial arts training and deals with enemies with lethal precision.

**Speciality:** Sharp Weapons

### Purna: The Leader



**Fury skill:** Guardian – Purna rallies in the face of impossible odds, giving herself and her allies the ability to regenerate, a powerful boost to repair any damage and other attributes. Her skill also allows Purna to use her private sidearm even if she doesn't own a gun or ammo.

**Speciality:** Guns

### Logan: Jack of All Trades



**Fury skill:** Bullseye – Logan turns into a weapon-throwing fiend, incredibly accurate and deadly, taking out several targets at once.

**Speciality:** Throwing Weapons

## Distribute Skill Points

After you selected a character you have already skill points available which you need to distribute. Select one of the pre-defined skill set or choose "Custom" to distribute the points yourself.

### Combat

Unleash fury attacks upon your enemies

### Survival

Stay alive longer

### Balanced

Good mix of survival and damage

### Custom

Points won't be distributed automatically

### Saved Game

Start playing with the skill set from one of your save games for the same character.

### Importing Dead Island Character

If you have already played Dead Island you can import your character to Dead Island – Riptide. Your level and your skill points will be transferred to Dead Island – Riptide. After the import you have to distribute your skill points in the Skill menu.

## Character development

Characters earn experience and level up, gaining more health and skill points which are used to purchase new abilities and bonuses. There are three skill trees available, each containing a different set of enhancements.

- **Fury** – the first skill tree deals with the character's signature ability which can make the character more efficient and powerful.



- **Combat** – this is where you will find weapon and combat-related upgrades. Go here to specialize in certain weapon types and increase their effectiveness.
- **Survival** – the last skill tree deals with more universal abilities, helping survivors get by on the zombie-infested island.

### Quests

The game offers different objectives for the player to explore the island. All quest will be displayed in the quest screen of your game.

### Main Quest

Follow this quest chain to experience the story for Dead Island – Riptide. After you solved a quest you will be leaded to the next one.

### Side Quests

The game offers different side quests to you where you can gain extra background information or additional features like electric fences which will support you and your team during your adventure.

### Team Quests

Beside main and side quests you can also fulfill team quest to level up the team members from the group of survivors. Leveled up team members are more advanced in defending save places and will increase your chance to survive.

## Weapon parameters

All weapons have the following parameters:

- **DPS** –damage per second, reflects damage and speed to easily compare two weapons
- **Damage** – this is the damage done directly to a target's health.
- **Force** – this parameter reflects the damage to a target's stamina.
- **Speed** – time you need for a slash. Slower weapons have more force than faster ones
- **Durability and Condition** – Durability defines the maximum number of attacks this weapon can withstand before breaking. The condition is the current state represented by a white bar around the weapon icon.

Each weapon also has a quality level:

- **Poor** (grey)
- **Common** (white)
- **Uncommon** (green)
- **Rare** (blue)
- **Unique** (violet)
- **Exceptional** (orange)

## Weapon Modification

### Modifying

Weapons in Dead Island can be modified to gain additional damage effects and more power. To modify a weapon you need to find the following:

- **Workbench** – these special tables are where you need to go to upgrade, repair or modify weapons.
- **Craftplan** – treat them as shopping lists for materials you need to gather for a given modification.
- **Parts** – scattered all over the island, these items can be used to make your weapons more powerful, increasing your chances for survival.
- **A weapon** - something compatible with the craftplan you intend to use. Remember: the more powerful a weapon is, the more you'll gain by modifying it.

### Upgrades

Upgrades can be purchased at workbenches as simple boosts to a weapon's parameters.

### Repairs

Weapons wear out with use. It's always cheaper to maintain your favorite weapon in a working condition than to repair a broken, unusable piece of junk.

## Additional explanatory notes on weapons

### Excursus on weapons

Weapon collecting and modification play a key part in the world of Dead Island. While attempting to survive the zombie outbreak on Banoi, you will need to use everything you can to fight off the attacking hordes of zombies. Of course, not every weapon is as powerful as the next and weapons will break after extensive usage. Fear not though, there are several options available for you to maintain or upgrade weapons. These upgrades are not simply statistical in nature but will also be represented graphically in the game.

All over the island you will find workbenches, at which – with the appropriate weapons and items – you will be able to repair, upgrade or modify new weapons that you will need as you progress through the deadly events on Banoi.

Also be sure to use the weapons that your character is best with; each different character class works best with its own type of weapon. Some



people like to smash in skulls, some prefer to make clean cuts, whereas others will go for guns and old school headshots. These differences are also evident in the different characters' skill trees, which will give the appropriate weapon class some nice boosts.

## Weapon decay & repairing

All weapons in Dead Island - Riptide will decay over time. After a few good swings, a couple of smashed in skulls, the weapon will begin to noticeably lose strength, and will eventually be completely useless. You will need to keep a keen eye on maintaining your inventory, lest you be left defenseless when the zombies attack. Minor weapons like wooden planks or paddles might not be worth the effort, but once you choose your favorite machete, for example, you might want to make sure it's sharpened up and ready to go so you can cleanly decapitate some nasty attackers.

## Weapon upgrading

At the beginning of the game, most of the weapons you will find are going to be basic in nature, but there is additional potential to be gained from most of your arsenal. A from-scratch crowbar might be a useful blunt weapon, but upgrading it at a workbench awakens its full deadly potential. A leveled-up crowbar, for example, will much more easily smash in an enemy's skull than its basic counterpart. Firearms also improve significantly when they are properly taken care of. However, as we all know, nothing in life comes for free; so be sure to put the time into searching the island for the items you'll need to make the most out of your weapons. Your efforts will be rewarded.

## Weapon modification

An iron pipe, a plank of wood or a baseball bat doesn't do the trick for you? You want to finish off your opponents in style? Make sure to search the island, find items and weapons and, if you are a thorough enough explorer, you'll also stumble across blueprints. With the combination of these three things, Dead Island - Riptide offers you the possibility to craft new, deadly weapons that come with a twist. Got a Baseball bat and some nails? Combine them at the workbench and when you hit your opponents it will add some nasty bleeding damage. Got a diving knife, some detergent, wire, duct tape and a wristwatch? Be creative in combining these items and take advantage of the sticky bomb you put together. These are just a few of the possibilities ready to be discovered. Search the open world of Palanai and try to get your hands on the entire varied and unique arsenal that is on offer to you in Dead Island - Riptide.

## Extra Storage

Henry Boyle, one of your team member, is able to carry weapons and items for you. This can be helpful if your inventory is full but you don't want to throw the weapon away.

## Dead Zones

All over in the world of Dead Island - Riptide you'll find dead zones. Dead zones are closed areas full of dangerous enemies and special bosses. Clearing those dead zones will give you XP and a lot of loot.

## Main Menu

**CONTINUE** – continue a most recent game session.

**PLAY** – continue a previously saved game or start a new session.

## Options

- **Game** – adjust audio and additional information appearing on-screen.
- **Online** – change network visibility of your current or default game session.
- **Gamma** – adjust gamma output for the best viewing experience.
- **Controls** – adjust various controls and feedback settings; here you can also enable the Analog Fighting Controls (see page 14).

## Extras

- **Achievements** – track and review your progress in unlocking the game's achievements.
- **Challenges** – track and review your progress in completing additional in-game goals rewarded with experience bonuses.
- **Credits** – see a list of people who brought you Dead Island.
- **Personal Statistics** – this is where all the statistics collected for the current gamer profile are available for your perusal.
- **Exclusive Content** – here you can check the status of additional downloadable content for the game.
- **Dr. Kessler's Casebook** – here you collect all types of zombies you meet during your adventure.

## Game Visibility

You can decide if you want to make your game visible to other players online and set the number of public/private slots in your game.

### Game Visibility

- **Private** – your game is invisible in public listings.
- **Public** – other players can see your game and join it if game progression and slot settings allow it.

### Game Visibility Area

- **System Link** – your game is only visible locally.
- **Xbox LIVE** – your game is visible online.

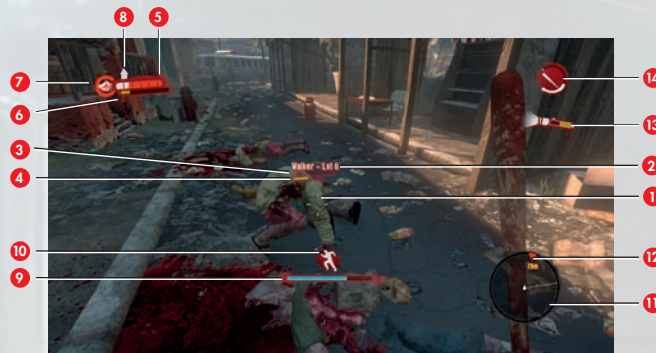
**Public slots** – the number of character slots (1-3) open to other players.

## Analogue Fighting Controls

In the Options menu, under the Controls section, you can switch the Fight Type setting from the default Digital to Analogue. This is a more realistic control mode for advanced players which gives you better control over your character's attacks. You may find it more immersive and fun, so feel free to give it a shot. In the Analogue fighting mode, the right stick is used to swing your weapon, while holding **LT**. Move the right stick to where you'd like to start a swing and then quickly move the right stick to the opposite side, move the left stick in the same way you want to move the weapon.

Whichever of one of the two control settings you choose, you can check the controller layout in the Controls menu at any time.

## HUD



1. Crosshairs
2. Name and level of the targeted enemy
3. Enemy health bar
4. Enemy stamina bar – when it falls to zero, the enemy is knocked out
5. Your health bar
6. XP progress towards the next level
7. Rage meter – kill enemies to fill it, when full it allows you to unleash the devastating Fury attack available to your particular character class
8. Upgrade indicator – appears when you have skill points to spend
9. Your stamina bar – stamina is necessary for swinging melee weapons, jumping and ramming. Taking damage also depletes it slightly.
10. Stance indicator (only visible during transitions)
11. Minimap – it displays points of interest and objectives nearby using the same symbols as the main map
12. Objective marker
13. Flashlight indicator
14. Equipped Weapon icon and condition indicator



## Enemies



**Infected** – fast, agile and vicious, the infected attack any target they see, announcing their presence with a bone-chilling shriek. Taking them out from a distance or fighting one on one is the best strategy.



**Walker** – the slow, shambling undead, roaming the island of Banoi, looking for flesh to devour. Walkers are most dangerous in groups where their speed is less of a disadvantage.



**Drowner** – Very fast enemy that silently lurks in the water and launches surprise attacks. Usually seen in a group, it also presents a threat to people travelling by boat since it hears and reacts to the sound of the boat's engine.



**Thug** – Very slow and extremely strong, cannot be knocked down. Its powerful attack can knock down players. Extremely dangerous in confined spaces, it's rarely appears alone.



**Ram** – extremely tough, strong and ferocious, these undead were already mad before the outbreak. Now they single-mindedly pursue any survivors in sight and try to take them out with a single ramming attack. Frontal attacks are known to be ineffective against those terrifying undead specimens.



**Suicider** – this poor creature trapped in a disfigured, pulsing form retains a semblance of awareness even though its instincts drive it to get close to an uninfected survivor and attack with a self-destructive explosion. Fighting suiciders in a confined space or from close range is... suicidal.



**Floater** – his bloated, partially decomposed body produces corrosive slime capable of hurting, blinding or disorienting enemies from a distance. Floaters are harder to kill, their tissues able to absorb a lot of punishment.



**Butcher** – meaner, tougher versions of the infected, Butchers slice and tear with whatever is left of their limbs. Their leaping attacks and lightning-quick reactions make them hard to fight with melee attacks. Attacking from a further distance helps.



**Screamer** – Fast and very dangerous enemy. Always appears with a group of other enemies. If it gets close enough, its scream can stun the player, making attacks impossible.



**Wrestler** – Slow enemy, performs area attacks. Its attack can knock the player down. Highly resistant to attacks and cannot be knocked down.



**Grenadier** – Slow enemy, attacks at a great distance by throwing toxic pieces of its own body. When fighting this enemy, use its slow speed to your advantage and attack its back. Its weak spot is the bottle on its

## Coop Communication Feature

Dead Island – Riptide supports new communication feature for coop, allowing easier coordination. During a multiplayer game you are able to mark various objects (enemies, loot, doors, points on the ground) for other players. This will be accompanied by voice comment and icon, visible by all the players. Just point with your cross hair on an object and give the command.



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